



VERSION BETA 0.9

SETUP

Place a Dungeon card between you and your opponent, then take a colored pencil and optionally choose a character to embody.

Unless stated otherwise, note that each of you has 15 health points at the bottom of your side of the dungeon sheet.

Shuffle and place the event deck and the debris deck next to the dungeon.

Determine the first player however you like, we're not here to judge...

VICTORY AND DEFEAT

The first player to retrieve their opponent's treasure and bring it back to their cell wins the game.

Another way to win is if your opponent dies, whether by your actions, the dungeon's challenges, or their own mishaps.

Note that if, for any reason, both characters die at the same time, it results in a double defeat.

CONCEPTS

Flicking:

A good flick isn't achieved on the first try, nor every time, and that's what makes it fun.

To execute a flick according to the rules, place your colored pencil on the last known position of your character, hold it more or less perpendicular to the sheet, place a finger on it (usually the index finger), and push elegantly to make a mark of your color on the dungeon sheet.

Your new position is where the continuous line ends (do not consider any bounces of the line), and place a new cross of your color that corresponds to the new known position of your character.

BE CAREFUL: your flick **must not touch or cross a wall**. If this happens, **you lose one health point** and must place your new position at the point of initial contact with the wall.

Note that if, for any reason, your flick completely fails, you lose your turn but still draw an event.

Parents of young children, do not heed our purist remarks!

Chance:

When you are asked to select something or someone at random, do it however you wish.

Sometimes a spinning arrow pointing outside the card can help; twirl it in the air and see which direction it points to.

Debris, Treasures and potions:

Simply pass over an illustration of debris or the opponent's treasure to claim it.

In the case of debris, draw a debris card.

In the case of a potion, regain +1 Health Point and make a mark on it. After the second mark, the potion is empty and therefore no longer allows the recovery of health points.

In the case of the opponent's treasure, gain +5 Health Points (in beginner mode only), then it's just a matter of flicking it back to your own cell.

Coordinates:

Each Dungeon contains an x-axis (in red) and a y-axis (in black).

When you are asked to roll two dice, it is to locate the result of an event on the Dungeon map (often a wall).

Roll the red and black dice, then plot the results on the Dungeon map to get your coordinates.

Event Cards:

These cards represent the hazards imagined by the Dungeon masters who have locked you up and who toy with your insignificant lives.

After each flick, you must draw a card and resolve it immediately, whether you like it or not!

If these cards affect flicks, unless otherwise indicated, they take effect on your opponent's next flick.

Debris Cards:

These cards represent the results of

searches you can perform in chests, on forgotten corpses, etc.

If you pass over a «chest» illustration, or if you get a «chest» indication on an event card, draw a debris card.

When a debris card is used, insert it back into the deck and shuffle immediately.

Object Cards:

Some cards feature a small bag icon in the bottom left corner. This means that you can keep them before using them. Of course, once used, discard them.

Health Points (HP):

Whenever you lose or gain one or more health points, adjust your total accordingly.

If your health points drop to zero, you are dead and lose the game. Note that you can never exceed your starting score (it's noted, but you should lose 10HP just for thinking about it!!!).

Sudden Wall Appearance:

Event cards are full of traps and monsters, but you may also draw «Sudden Wall» cards.

This event introduces a strategically risky dimension for both players.

This card requires you to roll two dice to find a coordinate on the map.

This coordinate covers 9 squares; select one as the «starting» square.

Once the square is selected, the player then chooses the orientation (horizontal or vertical) and placement of the wall indicated on the card, with the only constraints being:

- Do not draw it over a character
- Do not completely enclose a character
- The wall must include the coordinate square.

Bad Faith:

Be honest, but not too honest; nitpick, wear down your opponent, anything goes to win!

Parents of young children, do not listen to our cheating remarks!

GAME TURN

- Flick and optionally draw a debris card.
- Draw an event card and optionally draw a debris card.
- It's your opponent's turn.

GAME MODES

For a beginner's game: when you take your opponent's treasure, immediately gain +5HP.

For a more fun game: Each player draws and places a «Sudden Wall» (according to the normal rules of placement) before the start of the game

CREDIT

Dungeon Pen is a game by Paul Sans, illustrated by Vianney Carvalho.

The contextualization and Lore are by Alexandre Weiss, based on a universe created by the Compagnie du Yucca.

This game will be produced in the Landes according to the eco-friendly values of Yeast Games.

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